

# ANTHROCON 2024

convention guide

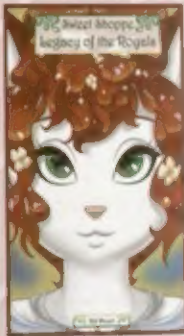


# Kitt Mouri Books and Commissions



## Sweet Shoppe

A slice-of-life series about a young girl named, Sweetheart, the feline owner of a little café called, Sweet Shoppe. Join her and her colorful cast of friends Candy, Tange, Mint, Sugar, and Plum as they serve the cats in the Kingdom of Calico. Sweet Shoppe: Welcome to the Café is a coloring for people of all ages, as well as a brief introduction to the characters in the series. Sweet Shoppe: Miss Catriona Isles and Sweet Shoppe:



Legacy of the Royals are chapter books in the Sweet Shoppe series. These books chronicle the many adventures of the girls as they explore the world they call home. From drama and chaos, to mystery and romance, Sweet Shoppe has a little something for everyone.

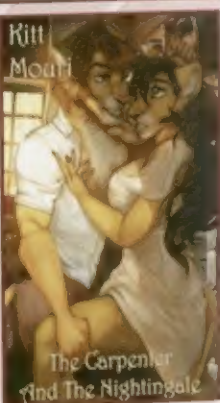


## Night & Mhina: Intimate Rendezvous

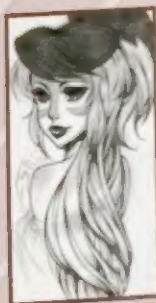
A steamy anthology about a wolf named, Night, a lioness named, Mhina, and the timeless love they share. Get to know them and their friends on their erotic escapades of pleasure and passion in this collection of short stories that are sure to make you laugh, cry, and maybe even fall in love. +18

## The Carpenter and the Nightingale

When tragedy leaves a young mother a widow, she finds herself struggling to provide for her precious son. With her resources gone and with no way to care for her child, she must sell her home to a stern man who aspires to be a carpenter. A romance novel filled with mystery, danger, and an unexpected love to cherish.



## Commissions Available





# ANTHROCON 2024 CONVENTION GUIDE

Welcome to Anthrocon 2024! This Guide contains the following information which will be useful to you during the convention:

- Anthrocon Standards of Conduct
- Stories & Artwork
- Staff List
- Dealers' Room Layout and Index
- Westin & DLCC Floor Plans
- Charity Information
- Art Show Hours & Bidding Rules

Artist/Author Credits, in order of appearance:

- Paco Panda
- Wovstah
- Azariah Wolf
- Sketchy Mouse

Done with the guide? You now have a convenient book to collect stickers of your friends and acquaintances! Go ham and make the most of your memories!

*Don't let the fun rides end!  
Join SirPizzly on stream and  
let's keep this ride going! :3*



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<https://twitter.com/SirPizzly>



# STANDARDS OF CONDUCT

This is the Standards of Conduct for Anthrocon, Inc. and all events sponsored by Anthrocon, Inc.; these entities are referred to as 'Anthrocon' henceforth.

The primary purpose of Anthrocon is for our attendees to have fun. To ensure that the greatest number of people do so, we have established these Standards of Conduct. These rules are to ensure that the behavior of any one small group does not disturb the membership as a whole, and does not detract from the comfortable atmosphere of the convention. Anthrocon welcomes all parties with an interest in anthropomorphic animals; however, the convention's management reserves the right to deny or revoke the membership of any individual at any time for any reason.

Anthrocon also reserves the right to amend these rules at any time without prior or posted notice and reserves the sole right of interpretation. These rules must be followed by attendees. In any dispute, the general rule above will apply. If you have any questions, please contact our staff for assistance.

Anyone who accepts a membership agrees to indemnify and hold harmless Anthrocon from any claim for personal injuries or other damages or equity arising out of any individual's activities at Anthrocon, even if such injury or damage is caused by negligence by or on the part of Anthrocon.

As a condition of membership, all Anthrocon attendees are required to abide by these standards of conduct for the entire duration of their stay, even prior to Opening Ceremonies or after Closing Ceremonies.

## The Golden Rule

The following rule supersedes all others listed below and may be invoked at any time:

**Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Anthrocon's relationship with its guests, its venues, or the public is strictly forbidden and may result in permanent suspension of membership.**

## General Rating of the Convention

All convention space is considered to be "PG" at all times, with the exception of events or exhibits that are specifically noted to be inappropriate for minors and with access only for adults.

Public displays of affection should be kept to those appropriate for polite company. Please express your devotion to your significant other either in appropriate ways, or in private.

## Clothing Guidelines

Any Personal Protective Equipment (PPE), such as masks, required by venues or other Anthrocon policies must be worn.

Shirts, pants/shorts/skirts, and footwear must be worn when in areas of hotels or the convention center that are accessible to non-attendees, such as lobbies, restaurants, and concourses, except for hotel swimming pools. Full-body fursuits qualify as shirts, pants, and footwear provided that the costume is not unacceptably suggestive. Fursuiters must respect the policies of hotels and other venues regarding areas where costumes are not allowed, which may include restaurants and hotel swimming pools.

When in public areas, attendees may not wear clothing or accessories which are overly revealing, inappropriate to the



atmosphere of the convention, or likely to draw reasonable complaint or offense. This includes clothing or accessories that are fetish-related or restrict mobility, such as a leash attached to an otherwise acceptable collar.

*Other than fursuits for which the inclusion of a uniform as a costume accessory is obvious, police uniforms, tactical gear or other outfits which may be easily mistaken for such are only to be worn by law enforcement on active duty.*

In certain circumstances, clothing or accessories that might otherwise be considered inappropriate may be included as part of a costume if specific approval is granted by Anthrocon's Safety Team.

### **Public Decorum**

No items of any kind may be thrown, flown, or dropped from hotel or Convention Center balconies or patios.

No water pistols, silly string, or any thrown, flown, or projectile item may be used in any area of hotels or the Convention Center.

Lighter-than-air balloons may not be brought into the Convention Center.

For safety, only handheld glowsticks are permitted in the dances. Glowsticks on strings or on polearms must be cleared with Safety staff before being used. The decision of the Safety staff on any particular item will be final.

Please do not sleep in convention space or hotel lobbies; return to your hotel room or home.

In order to minimize the spread of contagion (commonly known as "con crud"), anyone showing any sign of

illness, regardless of cause, must wear a CDC-approved mask or will otherwise be asked to leave convention space. Anthrocon cannot provide masks for this purpose.

*Anthrocon attendees must abide by instructions given by Anthrocon Safety staff. Failure to do so will result in loss of membership privileges. Any disputes or concerns may be addressed onsite at Convention Operations.*

Anthrocon convention space is open only to members, and all attendees should wear their membership badges at all times. A badge is valid only for the person to whom it was issued; badges may not be shared under any circumstances.

*Knowingly transporting, hosting, or otherwise enabling an individual that is unwelcome at Anthrocon to attend or enter convention space will result in permanent revocation of Anthrocon membership privileges.*

### **Harassment**

Harassment of any kind will not be tolerated at the convention. If you have been the target of harassment, we urge you to report the incident immediately to a member of Safety or to Convention Operations. The sooner an issue is reported to us, the more appropriately we can address it.

Harassment includes, but is not limited to:

(a) Physical assault, battery, stalking, or unwelcome physical attentions.

(b) Conduct, dress, or speech that targets, threatens, intimidates, or is otherwise intended to cause distress to other attendees, or members of protected classes (such as those based on race, age, religion, national origin, disability, gender, or sexual identity). If people tell you "no" or ask you

to leave them alone, your business with them is done. If you continue to attempt contact with them, you may be removed from the premises and have membership privileges permanently revoked. Remember: "A costume does not imply consent."

*Anyone who has been convicted of a crime of violence against another person for which they are required to register with any state or local law enforcement agency may be denied membership to the convention at the sole discretion of Anthrocon, Inc.*

### **Attendance by Minors**

Anyone who is under the age of 18 years at any time during the convention must present a signed and notarized parental permission form (or consent assignment form) unless accompanied by a parent or able to produce evidence of legal emancipation. There are no exceptions.

Minors are not permitted under any circumstances to enter areas designated for mature audiences.

Anyone providing false documentation of identity or age will be denied membership and reported to the police.

### **Service Animal Policy**

Pets are not permitted in convention space. Service dogs (as defined by the Americans with Disabilities Act or ADA, Title II) are permitted in convention space provided that they are under appropriate control. Emotional Support Animals and Therapy Animals are NOT considered service dogs by the ADA, and are not permitted in convention space.

### **Hotel Party Policy**

Gatherings in hotel rooms must not make noise that can be heard in neighboring rooms during nighttime hours. Hotel doors must be kept shut during such

gatherings and guests are not permitted to congregate in the hotel corridors.

Loud parties will be given a single warning to remain quiet. No second warnings will be given before action is taken by the hotel to remove the offending individuals.

Hotel guests who host any gathering are responsible for cleaning up afterward. Please plan to bag excessive amounts of trash so that housekeeping is not overburdened.

### **Other Hotel Matters**

*Any act of vandalism, deliberate or excessive damage to hotel property, or interference with any hotel or Convention Center workers in the performance of their duties will result in permanent revocation of Anthrocon membership, criminal prosecution, fines, or any combination thereof.*

*Please do not affix any stickers, posters, or other objects to the walls or doors in any hotel or Convention Center, to the elevators, to Anthrocon signage, or to hotel room doors. Any person found in violation of this rule will have their membership permanently revoked and will be barred from the premises.*

The person in whose name a room is rented is solely responsible for the conduct of all individuals in the room as well as for the condition of the room. Excessive trash, soiling or other damage to hotel property, or any circumstance that may present a hazard to hotel housekeeping staff may result in permanent loss of Anthrocon membership privileges.

Hotel Housekeeping staff are required by corporate policy to inspect every room once per day, even if the room is not to be serviced. In some of our partner hotels, Housekeepers will delay their rounds for our benefit, and will initially



bypass rooms with "do not disturb" signs on the doors. At the end of their rounds they must return to those rooms and will knock on the door. Attendees must allow housekeeping staff access to the room to inspect it at that time, even if the "do not disturb" sign is displayed.

Overly large requests for room amenities such as towels and pillows will not be honored. Kindly bring such extra items from home if you anticipate the need.

### **Sales of Goods and Services**

The offering for sale of any goods or services at the convention may only occur in appropriate and authorized areas of convention space, only at authorized times, and only by registered, authorized vendors of the area in question. In all cases sales will be governed by the applicable rules of each area, such as the Dealer Rules & Information Packet for the Dealers Room. *Unauthorized sales of any goods or services may result in revocation of membership.*

### **Smoking, Alcohol, and Substance Abuse**

Smoking is not permitted in any area inside the Westin or the Convention Center. This includes electronic cigarettes, at the request of venue management. Smokers are asked to use designated smoking areas, to properly dispose of cigarette butts, and to comply with any other venue rules.

Anthrocon asks that any bottled alcoholic beverages be brought promptly to hotel rooms for storage or responsible consumption. No alcoholic beverages may be brought into nor consumed in convention space unless said beverage has been approved by Convention Center management as part of a programming event.

Anyone knowingly or unknowingly providing alcohol to anyone under the age of 21 may be removed from the convention and be reported to the authorities. It is the sole responsibility of persons serving alcohol in room parties to ensure that every person in attendance is over the age of 21, even if that person is not drinking alcohol. The Pennsylvania Liquor Control Board is extremely serious about this law and we ask our members to respect it.

The sale, distribution, or use of any illegal or controlled substances is not welcome at Anthrocon. Any individual found to be distributing such substances will be removed and reported directly to the authorities. For safety, any obviously intoxicated or impaired attendees will be asked to return to their room or seek medical attention until the effects have passed.

### **Weapons Policy**

No actual weapons or any item that can be easily mistaken for one may be carried either openly or concealed at any time in convention space, regardless of any government permits which you may possess. Exceptions may be made only for duly appointed law enforcement officers by prior arrangement with the Safety Department. Personal pocket knives with single-edged blades less than 4 inches long are permitted.

*Realistic weapon replicas are permitted as part of a costume only during costume events such as the Fursuit Parade and must be appropriately peace-bonded; ask the Safety Department for instruction on how to do so. They must be cased or otherwise secured when being carried outside of costume.*

## **Media Relations and Use of Anthrocon Images or Footage**

All journalists, media photographers, and any other members of the press are required to display an official Anthrocon Press Badge or be accompanied by a senior Anthrocon staff member at all times while in convention space. Members of the press who have not been issued a Press Badge may not conduct interviews or take photographs, audio or video footage without an escort.

If members of the media are present, attendees must act responsibly. Media representatives who do not have Press Badges and are not escorted by an Anthrocon staff member should be reported to Anthrocon Safety staff or to Convention Operations immediately. *Do not speak to any unbadged and unescorted members of the press!*

Anthrocon members should be aware that audio and/or video recordings are frequently made in convention space and that their likenesses may appear in those recordings. Certain areas of convention space, as well as certain convention personnel, may be fitted with audio and/or video recording devices for the purpose of enhancing the safety and security of our attendees. Individual members agree to assign without compensation the use of their likeness(es) at Anthrocon for the use of promotional material such as highlight videos.

The name "Anthrocon" and the Anthrocon logo are registered service marks of Anthrocon, and must not be used in any fashion that disparages or dilutes that mark. Members agree to remove from circulation or publication any image or recording that in the sole opinion of Anthrocon, Inc. misrepresents or defames its service mark.

Anthrocon receives requests each year for Press/Media Passes from personal bloggers as well as journalistic media. Please note that Anthrocon does not require a press pass for individual bloggers or podcasters so long as they are not attempting to:

A. Conduct recorded interviews of any type with any Anthrocon attendee or member in Anthrocon space.

B. Film documentary footage of Anthrocon spaces, events, or attendees.

C. Exhibiting or recording behavior that is in violation of the Anthrocon Standards of Conduct.

***Anthrocon considers recorded interviews of any type performed in Anthrocon spaces to be a form of media representation and requires an approved Anthrocon Press Pass.*** Please note that if determined necessary, an Anthrocon Press Pass may require an escort and can be revoked at any time. An Anthrocon Press Pass is not a substitute for a membership. *Determination as to whether or not a Press Pass is required rests solely with Anthrocon.*

## **Payments and Money Matters**

Anthrocon accepts most major credit and debit cards. *Chargebacks (denying a charge) that are made for the purpose of avoiding payment to Anthrocon or of avoiding hotel cancellation fees, that are made without sufficient cause, or that are made without first attempting to resolve the dispute with Anthrocon may result in permanent revocation of membership privileges and possible legal action.*

Checks that are presented against insufficient funds will be charged a fee of \$30 per check.

Members who have an outstanding balance due to Anthrocon must settle that balance before being permitted to attend the convention.



Please note that Anthrocon is a 501(c)7 nonprofit organization. As such, donations to the organization are not deductible from individual U.S. Federal income taxes.

Anthrocon cannot involve itself in financial disputes between individual members, and cannot divulge information about an individual member to any party other than to banking officials or legal authorities.

### Technology Policy

The usage of any technology or device in a way that is malicious in nature will not be tolerated, regardless of the reason - there are no exceptions. Examples of usage defined as "malicious" include, but are not limited to:

- Disrupting or interrupting any digital signal or frequency

- Stealing, duplicating, or reading/sniffing other signals or frequencies

- "Hacking" any digital device, service, or system that belongs to an Anthrocon attendee, the convention, or the venue(s)

- Any other action or behavior by a device that causes harmful or disruptive impact to the integrity, availability, or confidentiality of any system.

Any instance of the above, regardless whether or not deemed criminal in nature, will be reported to the appropriate authorities in addition to any consequences determined by Anthrocon, Inc.

### Miscellaneous Notes

The standards of conduct for Anthrocon will be enforced by Anthrocon Safety Staff. Please remember that your membership badge is the property of Anthrocon, and must be presented and/or surrendered to any Staff member requesting it. If you have any problem with any action taken by a Staff member you may take the matter up with

the Safety Head or with Anthrocon's Chairman.

Please be reminded that these rules involve "worst-case" scenarios and are put into place to ensure the safety and comfort of our members. They are also not all-inclusive; in all cases, the singular rule that supersedes all others is: ***"Any action or behavior that causes significant interference with convention operations, excessive discomfort to other attendees, or adversely affects Anthrocon's relationship with its guests, its venue, or the public is strictly forbidden and may result in revocation of membership privileges."***

We anticipate no difficulties, as our members as a whole are rational and responsible people. Anthrocon is prepared to handle difficulties as efficiently as possible should they occur. We thank our members for their past cooperation and for their continued assistance in making this a safe and enjoyable experience for everyone. Please remember to be courteous of those around you, and have fun!



# CHARITY INFO

**Visit the Gray Paws Charity Table in the Dealers' Room!**

## **Charity Table:**

- **Gray Paws** has a table in the Dealers' Room where they will be accepting donations and have items for sale. They may even have friends for us to meet!
- **Raffle & Auction:** Alongside the Gray Paws display will be the Raffle and Auction tables, with tickets available for purchase from Gray Paws. Winning tickets will be posted on Sunday.

## **Gray Paws Sanctuary Celebrates 10 Years of Rescuing Senior Dogs**

Gray Paws Sanctuary, located in White Oak, Pennsylvania, has been fulfilling a mission of love for 10 years. By partnering with dog owners, family members, other rescues, humane officers and animal control organizations for a decade, they have saved countless senior dogs from a life of misery or death.

"Some of our stories are heartbreaking." Said the Co-founder, Darla Poole. "When a senior person passes away or goes into assisted living, often time they leave beloved pets behind. Sometimes families, if there is a family, are not able to help with that senior dog. We place the dogs into homes that will love them until the end. There can be a lot of tears and sadness, but also gratitude. Whenever possible we maintain a connection between the original owner and the senior dog."

Take Max, for example. He is the Anthrocon "standee" and mascot of Gray Paws!! Max first came to the



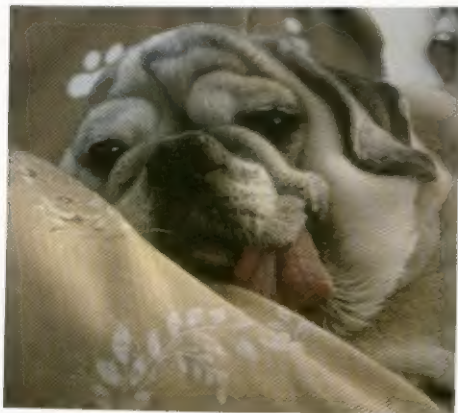
Providing quality "forever" care to abandoned senior dogs

attention of Gray Paws by another rescue. A homeless man needed phenobarbital for his older dog and could not afford it. The Gray Paws LOYAL program was not only able to provide the needed vetting and medication, but also support Max's dad with other supplies and assistance. Max eventually came to live at Gray Paws Sanctuary permanently. His dad still visits when he is well enough. "Max has been so loved his entire life. Helping Max AND his dad was the right thing to do. Fortunately, we have the LOYAL Program model and funding to help."

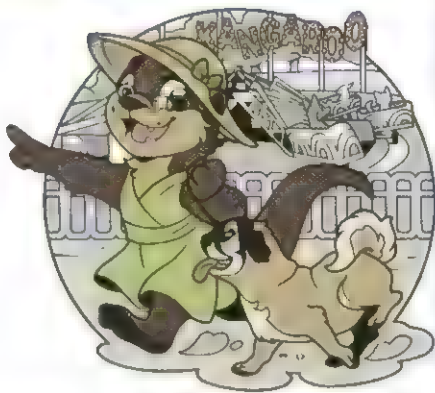
The Gray Paws co-founders and board directors are honored and humbled to be named the Anthrocon 2024 Charity. The Annual Anthrocon Convention not only brings millions of dollars to the City of Pittsburgh economy, but it also supports a local charity each year.

"We were surprised when we were contacted in December 2023 by the Anthrocon CEO, Samuel Conway. When asked if we were interested in being their charity this year - it was an immediate YES!!" said Poole. "We couldn't be happier. As the planning progressed, we realized that these are some of the nicest people in the world!"

"The energy is amazing! We googled Anthrocon and watched







**Pick up a cute amusement park pin at the Gray Paws Sanctuary table in the Dealers' Room!**

Available while supplies last and during Dealers' Room hours ONLY!  
Pin by Fursona Pins.

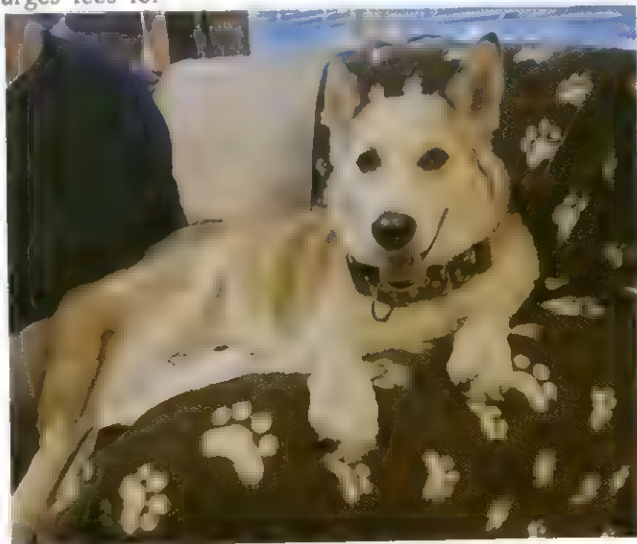
some of the videos posted from prior conventions. We were all in awe of their passion and love for animals. Not only are we going to raise funds for Gray Paws, but we are going to have a lot of fun in the process."

Gray Paws Sanctuary is a non-profit organization dedicated to rescuing senior dogs in the Greater Pittsburgh area. Gray Paws has no paid employees and never charges fees for any service. Gray Paws will provide medical coverage for the seniors, for the duration of their life. "Our organization is a Mission of Love for senior dogs."

Gray Paws has three programs. Home-based Sanctuary - where a group of abandoned senior dogs live with the co-founders for the duration of their life. The Forever Foster Care - Medical Coverage Program - where senior

dogs are rescued and placed with local families, from the greater Pittsburgh area. And Love Your Animal for Life (LOYAL) Program - where people in crisis can obtain financial support to provide adequate care and not surrender or prematurely euthanize their senior dog.

For more information on Gray Paws Sanctuary, visit [GrayPaws.org](http://GrayPaws.org).



# Nex Threads

Fursona Based Clothing

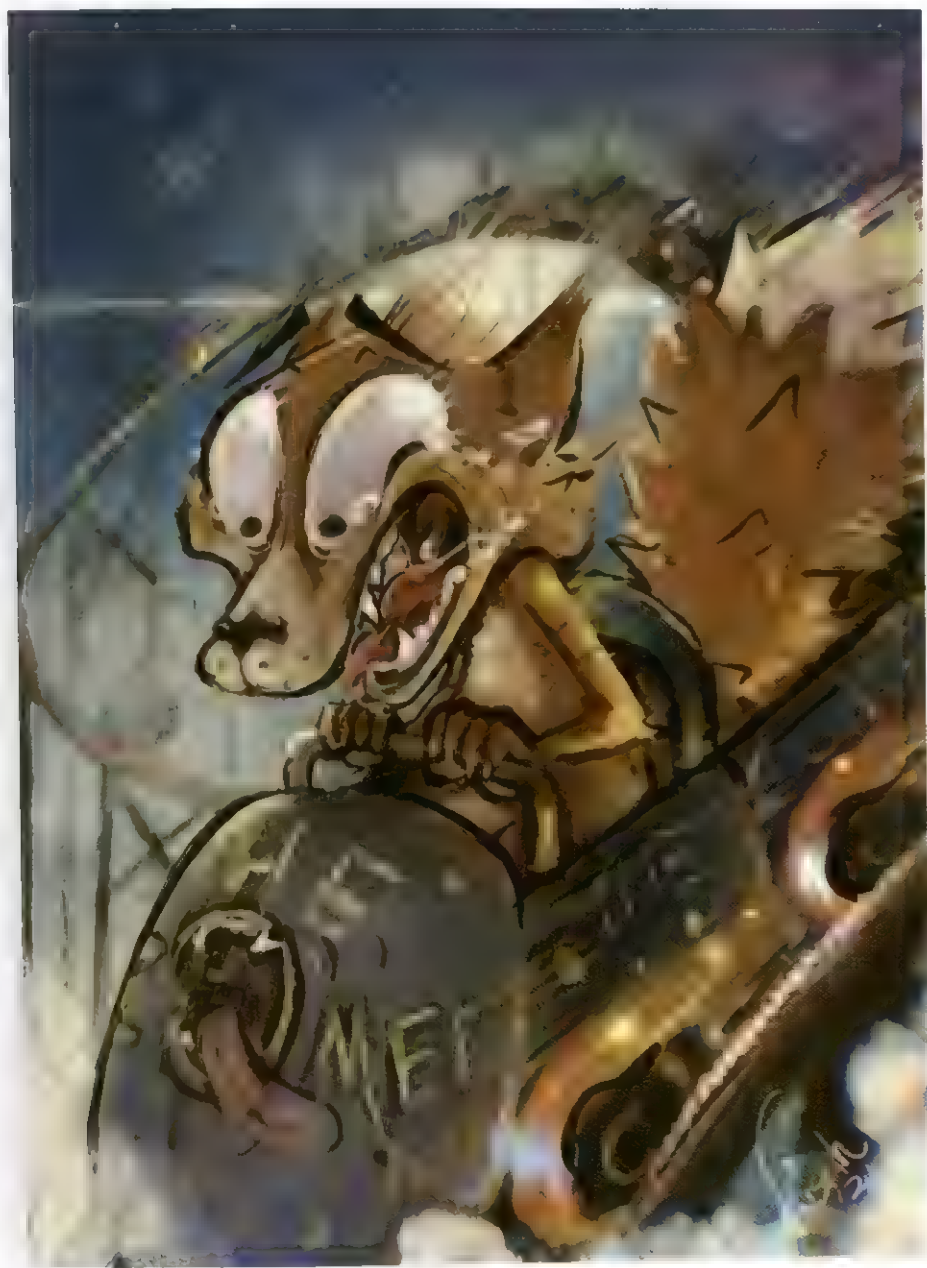
Horizon Fursuits is proud to announce the launch of a new line of custom hoodies. In July, 2024, NexThreads is a custom, made to order, hoodie available on Etsy that allows fursies to select and commission a Horizon associate artist to create a hoodie design that will be printed and shipped to their address. Our artists carefully analyze all aspects of a customer's fursona to create an expressive adaptation of their character's energy. Each hoodie has four printed designs, each designed with care by our amazing artists. Horizon ensures fair pay for each artist by allowing them to select their own pay structure and tier system while protecting them from the use of AI image generators. Horizon is proud to be actively working with notable content creators in the furry fandom like:

• @BlizzWolf, • @GalaxieCottie, • @Awelofe, • @BrbWings,  
• @StellarTheDutchie, • @WildBitesBack, • @BanditWusky,  
• @LittleAlphaPup (Milo), and many more!



 Horizon  
Fursuits





# THE DRAGON'S COILS

AZARIAH WOLF

Ryan sighed as he looked up at the mountain of twisted steel that stretched into the sky above him. The sounds of happy people passing by helped raise his spirits a little, but he still couldn't shake the nervous butterflies that swirled in his stomach.

"Why did I open my mouth?" he muttered.

"Come on, dad!"

He turned and saw his son and daughter already in line by the ride's entrance. The "Dragon's Coils" rollercoaster had just opened at the beginning of the park's spring season, and Ryan had made the mistake of promising to ride it with his children if they both managed to end the school year with B's or higher. Amy was reliable enough with her work that Ryan had expected her to succeed, but John usually struggled to remain motivated.

Except, apparently, when there was a terrifying roller coaster ride waiting for him at the end of the school year!

Ryan glanced over at where his wife waited in one of the pavilions, but she just grinned and waved at him. She had made it very clear that she was not part of this bet, and so she sat on the sidelines, ready to watch the ride and take as many embarrassing pictures as possible. Ryan shook his head, but he knew that hesitation was just delaying the inevitable. He joined his children in the line, doing his best to put on a brave face.

"All right, let's slay this dragon!" he crowed with exaggerated bravado.

John rolled his eyes, but Amy giggled in response, and Ryan was happy to take his wins where he could get them. Together, the three of them headed through the wooden dragon's

head that led to the loading area.

The wait was a short one, and an attendant was soon going through a quick safety demonstration for them. He confirmed that everyone understood before lowering the safety restraints. Ryan ended up sitting alone in the front row, just in front of his children—something about balancing the weight for safety reasons—but it was all just as well as far as he was concerned. He really didn't want them to hear how loudly he screamed!

"Are you gonna be okay?" Amy asked.

"Yeah, your hands are sweating a lot."

"They are not!" Ryan replied, but his nervous chuckle revealed the truth. Ten and twelve year olds apparently don't appreciate their own mortality, so both of his children had a laugh at his expense.

At last, the ride started moving. Initially, Ryan was happy to find that it wasn't that bad. At least, that is, until he saw the approaching peak of the first hill and realized that the ride had yet to begin!

Ryan screamed as the car crested the hill and began its first freefall! Behind him, he heard a whoop of excitement from his son, and a terrified scream that shifted into an excited giggle from his daughter. His breath was forced from his lungs as the descent ended and the cars rolled to follow an arc along the fence line. His wife was sitting somewhere in the adjoining area, but all of the faces disappeared in a smear of colors as the ride hurtled past.

By the time he reached the first of the loops that gave the ride its name, Ryan was past the worst of his fear. He gave an excited cry as the ride inverted, hanging on tight to the restraints even



# Confuroir

October 10-13  
2024

MONSTRUOS  
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**Hotel Barceló • Expo Guadalajara**

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**Alkali • Kéké Flipnote • Chester • Whiskey Dingo**

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though his own momentum did a fine job of keeping him in place. The ride careened towards the next loop, and he released his death grip enough to raise his arms, enjoying the feeling of the wind whipping by. He might even have it in him to go again—

The curve of the track swept upwards overhead, and Ryan was thrown back as they reached for the apex, bracing himself as he was thrown back into his seat. Then, his eyes widened as he spotted it: ahead, halfway through the loop, the track simply ended!

There could only have been a split second between his realization and his car reaching the vanishing point, but it felt like that moment stretched forever. The sight was impossible: even if the supports had failed there should have been some warning, some shift in the track to foreshadow the impending disaster! Yet there before him, where tracks should have been, instead the gaping expanse of empty blue sky confronted him. Ryan closed his eyes, and waited.

He felt the wheels of his car leave the security of the rail... but then there was nothing. Wind swept across his face, peaceful quiet replacing the shriek of metal and the screams of passengers. He opened his eyes, blinked... then gasped as he saw his hands!

Were they actually hands anymore? Slender, three-toed digits covered in interlocking white scales grasped the air in front of him, curved golden claws complementing the ends of each finger. As he reached one hand up in front of him, he became aware of the protrusion that emerged at the front of his face, blocking part of his vision! Unseen to him, he now possessed an angular muzzle, a facade that was covered by scales in the same color as his altered hands! He would have continued his examination, but a sudden thought

interrupted his inspection.

*John and Amy!*

Ryan turned back and gawked at the sight that greeted him. Between him and innumerable open fields—stretched out what seemed like miles below him—was a swirling portal, as though a hole had been torn in reality! Beyond it he could still see the winding coils of the rollercoaster, the cars racing along their circuit as their passengers shouted and screamed with glee. None of them seemed to have noticed the danger that now spread out in front of them—none but his children, their eyes wide in disbelief, too shocked to even scream.

The image stood still as though frozen in time, and he realized with shock that he could look back and see himself! His lower body still sat in the seat, but his upper body wound away from his legs, extending into impossibly long, serpentine coils and now coated in iridescent scales rather than clothed in a casual t-shirt! The scales were white in color, though they scattered the light in a kaleidoscope of hues in the dazzling sun. Along the center of his back, a mane of blue fur spread, bearing much the same color as the steel of the tracks, and golden accents tipped each strand, reminding him of his natural blonde hair.

Without warning, the moment suddenly jolted forwards again, and he felt himself flung forward—no, he found himself growing longer! He gasped as he realized that he had entirely passed through the portal, but the roller coaster car had not followed. He turned to look and cried out when he realized that his children had followed him through, but they had begun to fall, tumbling down towards the ground below as the portal vanished behind them! Unthinking, Ryan twisted around and dove after the falling figures, and his entire



elegant, draconic body spiraled down in a purposeful arc, a long tail whipping behind him.

He descended, initially reaching out his hands towards the retreating forms before realizing the terrifying power of his claws. Reconsidering quickly, Ryan dove beyond them and braced himself. He felt them both land on his back, their impact seeming no more than a feather's weight, and he purposefully wrenched himself up and away from the approaching ground.

And in that moment, Ryan realized that he could fly!

His heart pounded heavily as he gathered himself, rising higher just to be sure that the earth was left far below. Only as his thoughts began to clear did he turn to look at his children, and found one more surprise.

On his back, clinging to his mane for dear life, were a pair of small, reptilian figures. They weren't his children... and yet he was certain that they were! The smaller one, looking most like a salamander with her smooth skin and sunset-shaded red and orange coloration, was definitely his daughter. The larger, colored a more practical green and brown and bearing several horns along the ridge of his head, was his son.

"Are you all right?" Ryan asked.

At least that's what he meant to say. What emerged from his muzzle was a rumbling roar that echoed through the sky like a peal of thunder. Despite this, it seemed that the creatures on his back understood, and John replied in an odd, yapping sort of language.

"I'm fine!" he insisted, foreign words ringing clear to Ryan's understanding.

"Dad! You're a dragon?" Amy exclaimed, wide-eyed.

She was right! The realization perfectly matched all the pieces of the

puzzle. His long, sinuous body wound through the sky like a slithering snake, arms and legs now very similar to one another as they tucked close to his body. His face had pressed out into a tapering snout, sharp teeth filling a newly-formed muzzle. A pair of branching antlers crowned his brow with royal finery, and the mane that surrounded his neck wound down along the length of his back, ending in a fine tassel at the end of his tail.

"What do we do now?" Amy asked.

"How do we get home?" John added.

Ryan kept his voice quiet, but he was resolute. No matter what happened, he would take care of his children, and they would find a way back safely.

"I don't know," he admitted. "But we're going to find a way home. Your mom's going to be worried sick."

A new world stretched out around them. Grassy plains spread out in wide swaths, and lush forests stretched beyond that. And, piercing high into the sky beyond them, a single peak of blue stone formed an imposing spire, its tip frosted with snow. What little civilization existed in this world was heralded by a few stray pillars of black smoke along the horizon. Would people even welcome them like this?

"Whatever happens, stick with me," Ryan instructed. "We may have a long way to go."

To be continued...?

# ANTHROCON 2024 STAFF

## Board of Directors

100% Butts, PhD  
Chittebengo  
Chris "Sparf" Williams  
GenTalon(Sometimes mouse or otter)  
Humphrey  
KP  
Petercat  
Ronnie  
Scott "Talyn" Williams  
The Foxish  
Tigerwolf  
Uncle Kage  
Ysera She'nai

## Art Show

Amber\_folf  
Chris "Foxy" Yost  
Dave The Grumpicorn  
David M Stein, DO  
Dryw  
Exi  
Glelin  
Greyse\*  
Hugmonster  
Jakuta  
Jim Hayter  
John "Joqtmn" Lindgren  
Kamau D Lyon  
Kit  
Kitt Gryphon  
Kovrick  
Loopy Logic  
Lunos Nocturne  
Makoto  
Marauder  
mooncat  
Ruah  
ShiroTora\*  
Smrgol

## Artist's Alley/Con Store

Carlton "Shy Matsi" Hurdle Jr  
Delphi Vinn  
Kokuei  
Lein

RunningRed  
Shadow D Wolf\*  
Skittles

## Audio/Visual

Ampere  
Av Husky  
C. White  
Cody The Husky  
Erro  
Fizz Otter  
Freeze  
Gabe the Collier  
hawkbird  
Hubble Husky  
isotach  
IvyPanda  
Judah Goat  
KalitheBirb  
Larscis  
NIC  
Nieto Skunk  
nullreff  
Oddy\*  
ortofox  
Paradox  
Ratchet Fox  
Raven1841  
Razorirr  
Simon Fox  
sparky  
TerkWolf  
TimeSuppression  
Valrejn  
Virus  
Zylos

## Charity

Bossasaur  
Flowkitty  
Koda Masters  
Puzz Dragon  
Stormy\*

## Dealers Room

Ambaaargh



# A.I.M.

TABLE  
K16/K17A



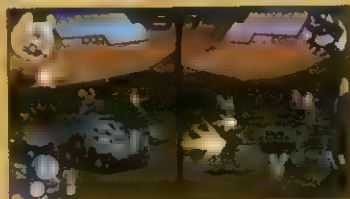
A.I.M. (Animal Insurgent Mercenaries) is an Advance Wars / Fire Emblem like military themed turn based combat strategy game featuring animal characters!

Blossom Island is falling to a private military group named C.L.A.W. (Counter Logistics Animal Warfare) led by their feline commander Rose Toge. With each sector of the island being lost to C.L.A.W. it is up to Ela, a mouse Navy Admiral, to stand her ground against the advancing enemy forces. Ela must work with any remaining allied animal soldiers, civilians, and mercenaries to join forces, push back C.L.A.W. and retake blossom island!

Stop by table K16 / K17A and try out this exclusive demo featuring Pearl Aurora! Part time navy officer, part time music idol, and FULL TIME OTTER!

Hear her beautiful voice and music sung by Nikki Simmons, Voice actress and singer for Vs Sayu in No Straight Roads!

See you on the battlefield!



Work in progress game play screenshots.

Follow us!

[twitter.com/Animal\\_Mercs](https://twitter.com/Animal_Mercs)

[www.AIMgame.co](http://www.AIMgame.co)

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Anne Williams (Tyrrlin)

Blithe

CajunFox

Darkclaw

FishyBoner

Kaiju Hyena

Kess\*

Neubauje

Phaedra 'Wyldekyttin' Lewis

Robert "Chiaroscuro" Armstrong

Rooth

The Witchiebun

WolfTeller Bard

### Digital Services

Doktor

Fionnadh

Hyshaji Nightdragon

Kavaeric

KazeShiba

Lionel Leupold

Luau The Deer

Ransu

Rob 'Aisling' Orwin

taco (@chirpbirb)

Tobee Coyotee

### Logistics

Bitatorm

Cryo Cyberwolf\*

Nepal Plush

Reese

Sparks Husky

Stolt Coyote

### Operations

Decker

Gelly Bonkers

Grandma Kage

InterpreFur Bic

InterpreFur Lauren

Loki

Mercury

Morgain Yarn Tiger

Ms Information

Mutt the Dumb Angel Dragon

obliviously-

Rakedu

sergalGrima

Shane Hyena

ShroomPicker

Sprocket

Susan Steinberger

Yinzwolf





## Programming

Arrow  
Atemaru Atemal  
bangaroo\*  
Bennie  
BGS  
Boozy Badger  
Corso  
Cosmik\*  
Crux  
Darius LeoGator  
DBY106698  
Deadly Rose  
DJ Snowfang  
Draggor  
GrmRepr  
Iggy  
Jacky Alexison  
Jessika S. Wolff  
Karma  
Kaze Velara  
Kirisís\*  
Kohaku Katou  
Kontra  
Milt  
Mx. Luca Renée Shoal  
Newme

Phillip "Bennie" Pollard  
Pup Galen  
Quotation Marks  
Rhubarb The Bear  
Riley  
Rook Mutt  
Ryuusin Ackaneru  
Salem Wolf  
Sharky  
Sitherie  
Spangler  
Squeakz  
SteelTheWarrior  
Sylvia Ice  
Tech "Shy" Silver  
Teno(akaBasslineTRT)  
Theluvlesstoast  
Veyote  
Yappy Fox  
Yve (M. Flanagan)

## Public/Media Relations

Buddy Goodboy  
Harvest  
Osee Koutávi\*  
SpazzFox



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Sausages**

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NINE**

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Tiger Knight Comics - [www.tigerknight.com](http://www.tigerknight.com)

# AFC

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A Fantasy  
Adventure  
awaits you

Ontario  
California  
United States  
[anotherfurrycon.com](http://anotherfurrycon.com)





## **Public Safety**

Aisu!\*

Aleph

Aman

Ashley "Fiddle the Lemur" Letz

Augie Doodle

Backdraft\*

Bandit

Byte

Carbon

Checkers Wolf

Clementine\*

Cyber Husky

DocTaire

Ember

Equus Silvermane

Faelan

Fraye Talerum

Hunter Husky

Jax

Joe Green

Keys

LittleWolf

Lunarstorm

Niki Kaos

Omega Gabriel

Orion

Panzier

PoX Azraelis

puptartz

Reef

Rukamae

Seberus

Sekhmet's Shadow

Silwer

SKADIVEE

SouthernWolf

Sparkle

Sturmovik

Tahlmorra

TearinyCatala

Tristan "Flint" Morgan

Valcore

Verse

Wendigo

Wovaka

Zeek the Collie

## **Publications**

CybertechFoxArt

Kijani

Moth Monarch

SueDeer

## **Registration**

Dys

Erik "Crossbow" Noble

Gabi

Giza White Mage

Hunter Fox

Inulupus

Kibble

Ko

Nancilee (Riesling) Jones

Nevermint\*

Nicona Shadowwolf

Patsy Purrfect

Randorn

RebelSquirl\*

Robert (Grrr) Jones

Soarin Derg

Xacarith

## **Show Office**

Chezne

IanKeith

Kofu

Kofu

Tasia

## **VIP Relations**

Fiend

Manick

Otokonoko Inu

Silaria

Swift Fox

*\*Assistant Directors*





# DEALERS LIST & MAP

★ Concessions

● Restrooms

Secondary Entrance  
during public hours

Doors will be open during public operating hours

Main Entrance/Git

Children's  
seating area

W01-  
W03

Mature Dealer Section

Y00X

Y11X

W04-  
W06

T00U

R00S

P00Q

T24U

R24S

P24Q

O01-  
O11

O02-  
O12

M00N

K00L

I00J

G00H

M24N

K24L

I24J

G24H

E00F

E39F

Charity

Artists Alley

# DEALERS LIST & MAP

## DEALERS ROOM (Hall A/B)

**Friday, July 5:**

12p - 6p: General Admission

11:30a: Staggered admission by registration type, starting with Ultrasponsor

**Saturday, July 6:**

10a - 6p: General Admission

9:30a: Staggered admission by registration type, starting with Ultrasponsor

**Sunday, July 7:**

10a - 4p: General Admission

9:30a: Staggered admission by registration type, starting with Ultrasponsor

## ARTISTS ALLEY (Hall B)

**Friday, July 5:**

12p - 6p

**Saturday, July 6:**

10a - 6p

**Sunday, July 7:**

10a - 4p

## MATURE DEALERS SECTION

**Friday, July 5:** 12p - 6p

**Saturday, July 6:** 10a - 6p

**Sunday, July 7:** 10a - 4p

*Note: 18+, badges will be checked*

The table below lists the dealers who are confirmed for the 2024 convention as of May 15th, 2024. Note that the table locations are denoted by a letter followed by a number (such as A15). This represents the row (A through P) and the table number in that row (1 through 25). Tables at the end of a row are listed by both row numbers and the table number (such as B00C or D21E).

## TABLES MAY CHANGE BEFORE THE CONVENTION!

Dealer Name	Location	Dealer Name	Location
14Werewolves .....	X11/Y11	Black Cat Atelier .....	H07B/H08
A Thousand Rasps .....	M20	BlindCoyote .....	H04/H05
A True Blue Artist .....	I01	Blue Canary Gallery .....	K01/K02
All Tribe LLC .....	F37	Blue Harbor Creations LLC .....	J08
Abandon Ambition .....	P11	BoldKobold.com .....	G12/G13
Aisu Art .....	K14	Bonfire Blueprints .....	G15
alekivz .....	M00/N00	Boss Monsta .....	W05
Alien Gryphon Studios .....	J18	Brana Rose Co. ....	S19
Animal Art Crimes .....	O04	Brian Reynolds .....	K03
Animal Skull Masks by Eric Strother .....	M05	Briar Lupine .....	Y06
Anthro Aesthetic .....	E06	Bubbly Sheep Creations .....	K15
AR.GI.BI. Creative Studio .....	N09/N10	CadmiumTea .....	Y10
Arcadian Atelier .....	G09/G10	Calcifer Curse .....	F10
Art by Hornbuckle .....	E15	CameronHopsArts .....	F23
Art of Kyote .....	J06	CAMP HOWL .....	O11
Art of Michele Light .....	J10	Camp Mustelid .....	N20
ArtSea Animal .....	P01/P02	Candy Critters .....	M08
Arven - Panthera Comics .....	P12	Carmabella Creations .....	F04
AstroGummi .....	F17	Carpetshark Studio .....	K05
Babirousa .....	E26	Cashmere Sky .....	S09/S10
Bazteki .....	R24/S24	Cat's Candles .....	K06/K07
BeastSoul .....	N08	Catboyriot .....	E35
Bed Bound & Beyond .....	X07/X08A	Centikit .....	E05
Beef Jerky Guy .....	M19	cgifox .....	E20
BeeOnThyme .....	L14	Chair Massage by Traveling Chair Man .....	V03
Beleoci .....	Y09	Chakat Windshear's Wares .....	R21/R22/R23
Berry Meat .....	N03	Charles A. Brubaker .....	S11
Bill Holbrook .....	S12	Chasing Tail Publishing .....	F31
Bison Wares .....	G11	Cicada Cafe .....	X10

Dealer Name	Location
Ciderhoots .....	F38
Clover Hare .....	P15
CloverPuff .....	S20/S21/S22/S23
Coey and Shy .....	N11/N12A
Coffeeclaws .....	E02
Colorful Creatures .....	Q09
ConTact Soap and Scent Company .....	L17/L18
cooner.art .....	H13
CorgiBeans .....	O02
Corgilegs Crafts .....	P08
Corgilope .....	J07
Corviforms .....	G19B/G20
Coyotic Trouble .....	E10
CrayonsNThings .....	Q16
Crazdude Art & Design .....	P00/Q00
Creative Creature .....	E30
Creature Cottage .....	G24/H24
Critical Hit Collectibles .....	G16
Cross' Critters .....	T19
Crowned Feline Captures .....	F26
CrowParade .....	R04
CryTime .....	L11
CTRL+BARK+DEL .....	M11
Cuddle Kitchen .....	L13
Curiosities by Caribou .....	J09
Cyberknife Studios .....	E01
Danielle Rode .....	F33
DARK NATASHA .....	J11
Dead Bomb Art .....	T11/T12
Deer Hudson Crafts .....	P07
Delectatio Morosa .....	X08B
Diana .....	G02
DiZZiNESS .....	N05
Doctor Gus Designs .....	T13/T14/T15
Dr.Wildlife .....	P23
Dragonmelde, LLC .....	Q03
Drak-Arts .....	K10
DreamVision Creations .....	R00/S00
Ebonyleopard .....	F13
EEK .....	Q14
El! Benik .....	U22/U23
Elvenhound Illustrations .....	P04/P05
Em Hoover .....	E09
Emmacreatures .....	K04
Entropy's Arts .....	P03
Evaatheria .....	I02/I03
F-Class .....	W03
Fantaminals .....	Q19/Q20
fautbarb .....	O05
Faux Paws Socks LLC .....	R19B/R20
FenneCrafts, LLC .....	F20
Fenris Publishing, LLC .....	S06/S07/S08
FeretStudios .....	J03
FIGS .....	K11/K12/K13

Dealer Name	Location
Flair Fighter .....	T05
Flinters RudeRoo Design .....	S01/S02A
Floof Unlimited .....	E21
Floral Frolic .....	R11/R12
Fluff & Stuff (fka Furry Dakimakura) .....	O09
Foxclover .....	I08
Foxen Coffee .....	Q08
Full Moon Special .....	E34
FurPlanet Productions .....	K22/K23/K24/L24/L23/L22
Furry Flags and Shifter Arts .....	M16/M17/M18
Furry Mystery Box .....	T02/T01/T00/U00/U01/U02
Fursona Pins .....	W01
FursuitGlasses.com .....	L01/L02
FursuitSupplies.com .....	W06
FuzzButt Fursuits .....	L04/L05/L06
Fuzzy Feelings .....	I18/I19A
GAB SHIBA .....	N12B/N13
Garden State Tait .....	E18
Geeky Endeavors .....	Q11/Q12/Q13
Gideon's Corral .....	H12
Glitterhell .....	F05
Glitzy Fox Studios .....	H22/H23
Glopossum .....	X06
Goataroo (Gre7g & Kyoht Luterman) .....	J15
Golden Druid .....	H06/H07A
Growl n Gear .....	X03
Gummy Kaiju .....	R05
Haradoshin! .....	J17
Hare Coven .....	N06
Heads & Tails Studios .....	S15/S16
Heartleaf Games .....	W04
Heather Bruton, Illustration .....	G01
Helllocutecumber .....	U09/U10
Hey, it's Zray! .....	L09
Hibiscus Stitch .....	Q15
Honeck Sculpture .....	J21/J22/J23
Hopeful Monster Studios .....	G05
Houndsaint .....	N16
HOWL OUT .....	O01
Hunny Bunny Studios .....	E27
Husky Suits .....	F27
HYENA AGENDA .....	O12
Icecolo .....	E03
Icy Paw Productions .....	M09/M10
Infused Studio Space .....	G18/G19A
INKtiger .....	J13
Interlinked Jewelry .....	I00/J00
Ishaway .....	P09
Jacato .....	T06
Jarlidium Press .....	S02B/S03
JenKiwi .....	G04
Joanna Barnum Watercolor .....	I09/I10





DUNGEONS & FURRIES 2024

獸與地下城

無限之門 : INFURNITY'S GATE

INFURNITY 2024. 10. 25 - 27

LIHPAO FULLON HOTEL TAICHUNG, TAIWAN



# Race on the Nürburgring Nordschleife

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Nürburgring Nordschleife  
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**SIMUFUR**  
DISCORD.GG/SIMUFUR

Dealer Name	Location	Dealer Name	Location
Joshiah's Written Works .....	M06	Manta Ray Creations .....	T03/T04
Kacey Miyagami .....	J14	Mapaku Village .....	N22
Kadath .....	K20	Mary Mouse's Certified Furry Tags .....	G23
Kaiju Kafe .....	R13	MatchaPeaches Art .....	M15
Kangaroomis .....	U12	Mcpippypants .....	F19
Kat Used Charm .....	F30	MeanGreenMutt .....	E13
KayCat .....	E17	Melissa Mendelson Art .....	P18/P19
Kaylii .....	K19	Milollustrates .....	F06
Kazzen's Creations .....	F30	Mimosa Studio .....	T18
Kemono Cafe .....	119B/120	Moko's Makery .....	U11
Kestrel Clay .....	H15/H16	Mongrelist Art .....	K09
KeyLime Creations .....	Q01	Monjaw .....	L08
Kitsune Armour/Cosplay/Accessories .....	F02	Monster Cat Creations .....	R06/R07
Kitsuprints .....	X09	Monstrous On Main .....	R15
Kitt Mouri .....	T10	Moozua Art .....	U03
Klovesbunnies Art .....	E38	Mori Monster .....	U13
Kory Bing .....	N02	MOTEL777 .....	N19
Krakels Creations .....	X05	Moth Monarch .....	G00
LakeMutt .....	M22	MR. KITTYS .....	O03
Laura Langston .....	T22/T23	My Arm Can Fly .....	N14
Lemonbrat Studio .....	Q04/Q05	NekoCrispy .....	I12
Limeythecheetah .....	O06	NeonSlushie .....	H18
Lindsey "Rhos" Burcar Art .....	H02/H03	NightEyes DaySpring .....	L21
Little Mango Art .....	S18	NightlineZ Art .....	Q02
LittleSofts .....	I22	Oakley's Creations .....	L03
Lizard Lamination and Embroidery .....	G14	Oddgrowl Art .....	E07
Lizbie Cafe .....	I06	Oscar's Engraving .....	F39
Mad Artist Paradise .....	S17	Otherworldly Alchemist .....	N04
Madhouse Masks .....	E36	OtterBear Studios .....	U04/U05/U06
MajikCraft .....	Q18	OxEyed Press .....	M12
Manfish Inc .....	I11	Painteddog .....	H01
Mango Island .....	T20	Painting Dragon Feathers .....	I17
Mango Wolf Works .....	H09/H10A	Papaya Badger .....	H00
MangoPopArt .....	U07/U08	Paperbear .....	N23









Dealer Name	Location	Dealer Name	Location
Party Artie Costumes .....	R18/R19A	Sand Dragon Press.....	M23
PawtoPress .....	T08/T09	Sandy Schreiber Art and Design .....	G03
peachybattybutts .....	X04	Sanguine Games .....	H17
PeachyMothShop.....	E24	SANSAN Studio .....	E11
Pinfathers .....	P06	Sarahcat Fursuits .....	Q10
Pinku's Crafty Cottage .....	H19/H20/H21	Scaly Shop .....	F28
Pinu Studios.....	M13	Scragster .....	F00
Pirate Artisans.....	N15	Scrolling Fantasy .....	I14B/I15
Pixel Visions .....	G06	SECOND DEATH.....	E09
PlagueRat's Baubles .....	F12	Sewing With Whiskers .....	M21
PlanetPlush.....	L07	sexbad.....	Y04
Please Feed The Bear .....	Q21	Shark Bite Creations .....	P13/P14
Poofyion Arts .....	E28	ShinigamiGirl .....	J12
pookatdinocrafts .....	L12	Shwit Fur Creations .....	Q22
Primordial Pals .....	U20/U21	SimpleNick.....	F25
Primrose Kennel Club.....	Y08	SixthLeafClover Studios.....	L15/L16
Prispaws .....	F34	Skollyson .....	M14
Puzzled Jay Productions.....	K08	Skulldog Studio .....	P10
Pyritie's Parlour .....	F09	Sleeping Fox Art .....	G17
Quack Quack Honk Designs.....	M07	Smogteeth.....	N07
RAT WEDNESDAY .....	F16	Snotcity.....	F36
redrusker .....	I21	SoftPauxs.....	S04/S05
Regally Wild .....	X01/X00/Y00/Y01	Sorbet Jungle .....	O10
Rocky's Roastery .....	G21/G22	Sour Citrus Suits .....	E00
Rosebudrat.....	E04	Space Cat Creations.....	R16/R17
RoxxieKitsune.....	E33	Sparkle Kreation.....	W02
Roz Gibson.....	Q17	Spicy King.....	I07
Rukis.....	M01/M02/M03/M04	STABLERCAKE ART + MERCH .....	N17/N18
RunningRiot4798.....	T07	StarSheepSweaters .....	Q06
Rysingson Accessories .....	L20	Static Claws .....	G07/G08
Salt Free Interactive.....	K16/K17A	STATIIK ART LLC.....	Y07
Saltmalkin.....	U15	Studio Cute .....	H10B/H11
Samoht Lion Creations .....	Y02/Y03	SueDeer, NO! .....	L19

# Eufuria

**JULY 19-20 2024**

**Albany Capital Center**

**Albany New York**

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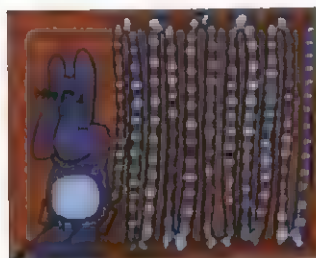


Dealer Name	Location
Sugar Bunny Shop .....	U16/U17/U18
Sushi Tomodachi .....	P21/P22
Sweet Cream Arts .....	I13/I14A
Tailends Studios .....	R08/R09
Talenshi Studios .....	J02
TaniDaReal .....	H14
Taurson's Cafe .....	J16
Teaberry Workshop .....	J01
Tech621 .....	F14
TeeTurtle .....	P24/Q24
The Art of Maranda Cromwell & Echo Mary .....	T21
The Art Of Nicole / Moto Yote .....	P20
The Awtter - Shade the Bat .....	U14
The Chronical of Huxcyn//Caught in Orbit....	F32
The Gneech/Suburban Jungle .....	K21
The Gryphon Generation .....	T16/T17
The Rainbow Kirin .....	U19
ThermApparel .....	J24
Third Eye Creations .....	E16
TICKOUTS ART .....	F11
TinnatuPaws .....	F24
TomoCreations .....	P16/P17
TOP Dog Studios .....	L10
Tough Hide Leatherwork .....	Y05
Triclops Rabbit .....	N01
Tropical Heat Studios .....	S14
TsaoShin .....	Q07
Twining Tree Creations .....	E29
Twokinds .....	I24

Dealer Name	Location
Underfoot Art Studio .....	R10
Urvogel Arts .....	N21
UUKIPI .....	F21
Vexed_Vixen_Ink .....	J19/J20
VinVulpis .....	S13
Waffle Wishes .....	T24/U24
Wah Wash .....	Q23
Warhorse Workshop - Soap Pony ....	R01/R02
Waywardmutt .....	M24/N24
Weasel Gear .....	O07
Weighted Wildlife .....	K00/L00
West's Custom Creations .....	I04/I05
Whitethorn Games .....	K17B/K18
Winkwag .....	O08
Wolf of Dreams .....	X02
WolfDogKarma .....	R03
Wolfmare Comics .....	I23
Ychfursuits .....	F29
YKSOBA .....	F35
yocholol .....	J04/J05
Zack Loup Art .....	E14
Zandra Illustration .....	I16
ZENOPHRENIC .....	R14

**paintings for sale**

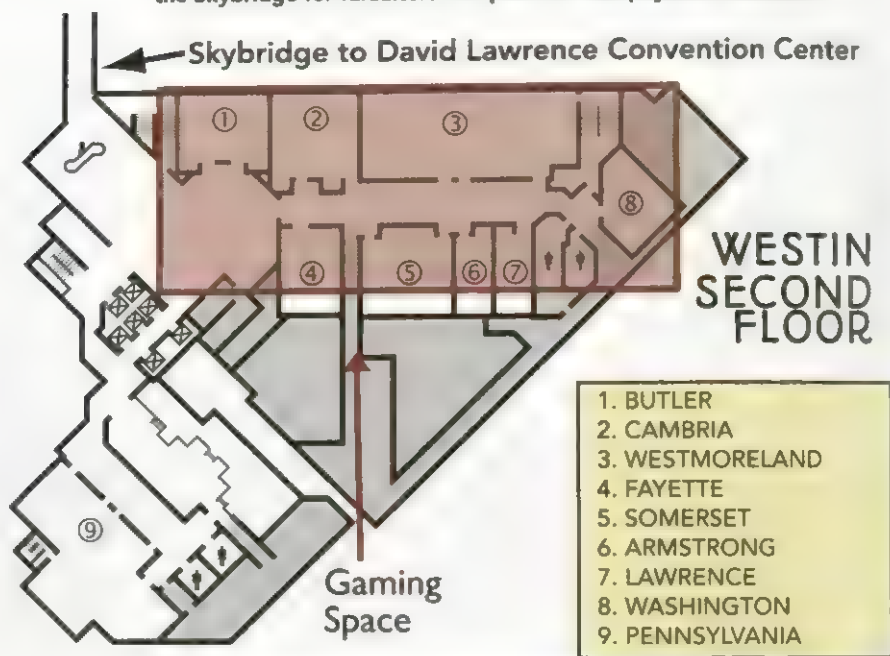
**469.neocities.org/store/store**



# WESTIN

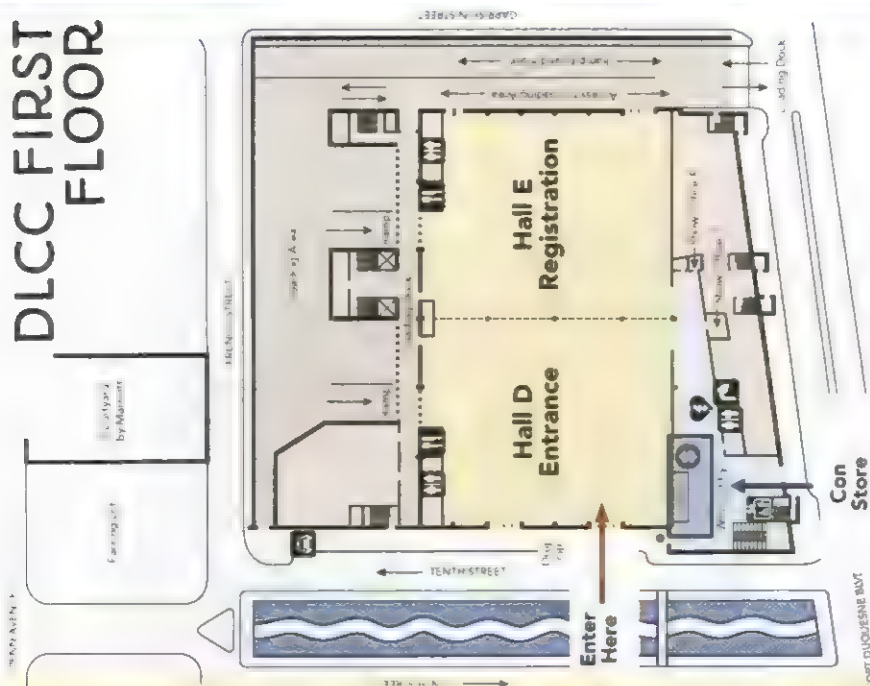
## Please Note

The skybridge stairs lead to the Ballroom only. For easier access to the Dealers' Room, Art Show, or Artists' Alley, please use the ground-level entrance to the Convention Center. **Please reserve the elevators in the Skybridge for fursuiters and persons with physical disabilities.**



# CONVENTION CENTER (1ST FL)

## DLCC FIRST FLOOR



### Registration: Hall D/Hall E

Thursday, July 4: Pre-Reg Only: 12p-2p  
Pre-Reg & On-Site: 2p-10p

Friday, July 5: 9a-9p

Saturday, July 6: 10a-2p / 3p-6p

Sunday, July 7: 10a-4p

### Con Store

Friday, July 5: 12p - 6p

Saturday, July 6: 10a - 6p

Sunday, July 7: 10a - 4p

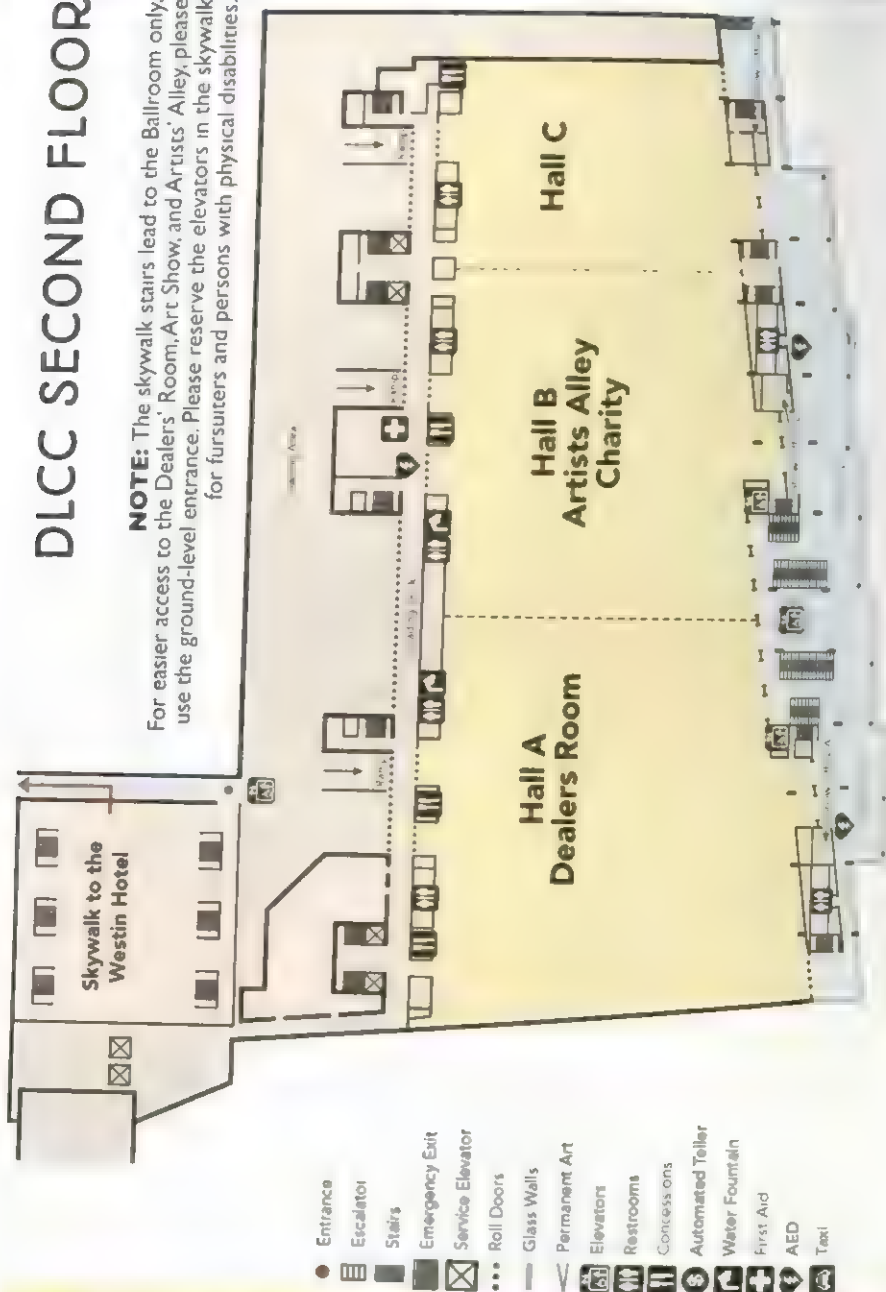




# CONVENTION CENTER (2ND FL)

## DLCC SECOND FLOOR

**NOTE:** The skywalk stairs lead to the Ballroom only. For easier access to the Dealers' Room, Art Show, and Artists' Alley, please use the ground-level entrance. Please reserve the elevators in the skywalk for fursuiters and persons with physical disabilities.



### Dealers' Room

Thursday, July 4: Load-In Only  
 Friday, July 5: 12p - 6p  
 Saturday, July 6: 10a - 6p  
 Sunday, July 7: 10a - 4p

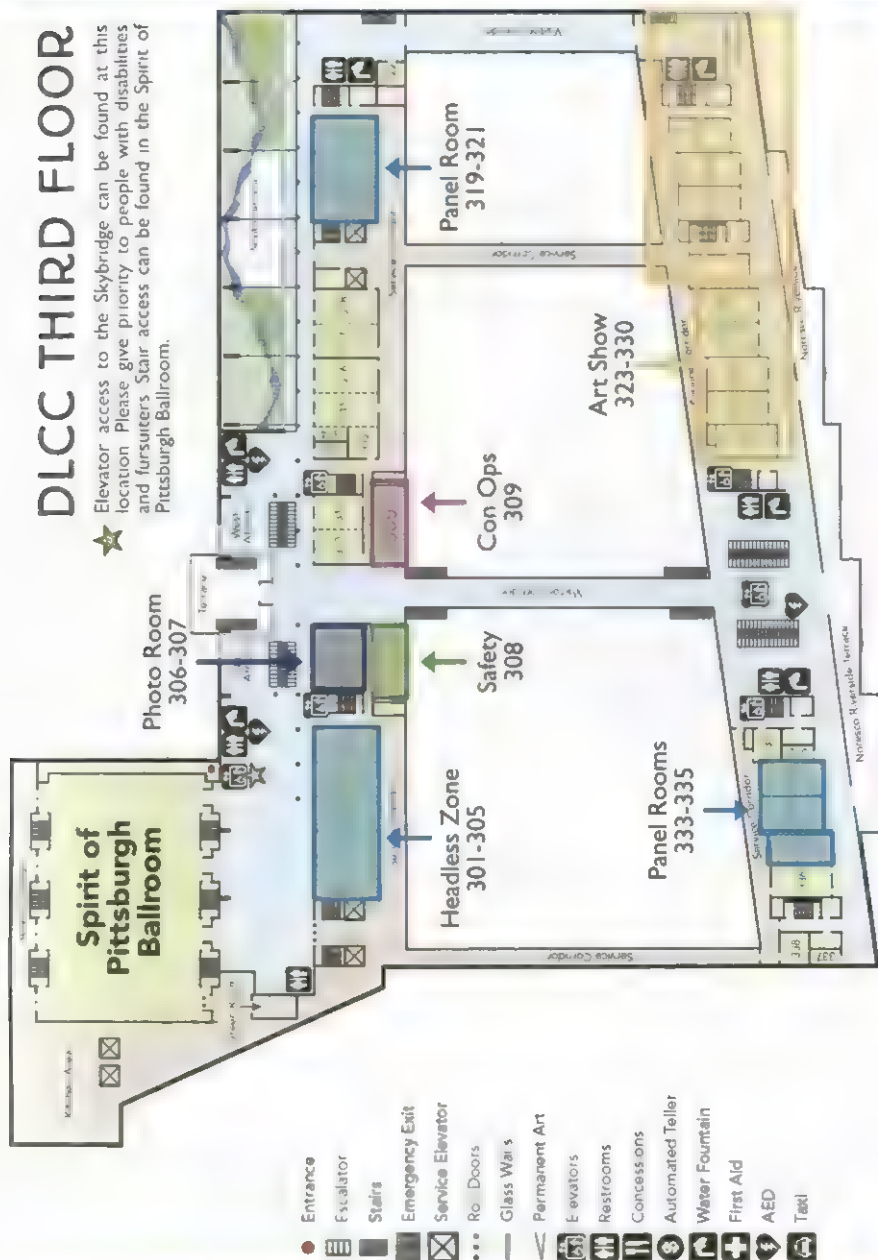
### Artists Alley

Friday, July 5: 12p - 6p  
 Saturday, July 6: 10a - 6p  
 Sunday, July 7: 10a - 4p

# CONVENTION CENTER (3RD FL)

## DLCC THIRD FLOOR

Elevator access to the Skybridge can be found at this location. Please give priority to people with disabilities and fursuiters. Stair access can be found in the Spirit of Pittsburgh Ballroom.



**Con Ops  
DLCC 309**  
Thu 12p - 12a  
Fri 9a - 12a  
Sat 9a - 12a  
Sun 9a - 6p

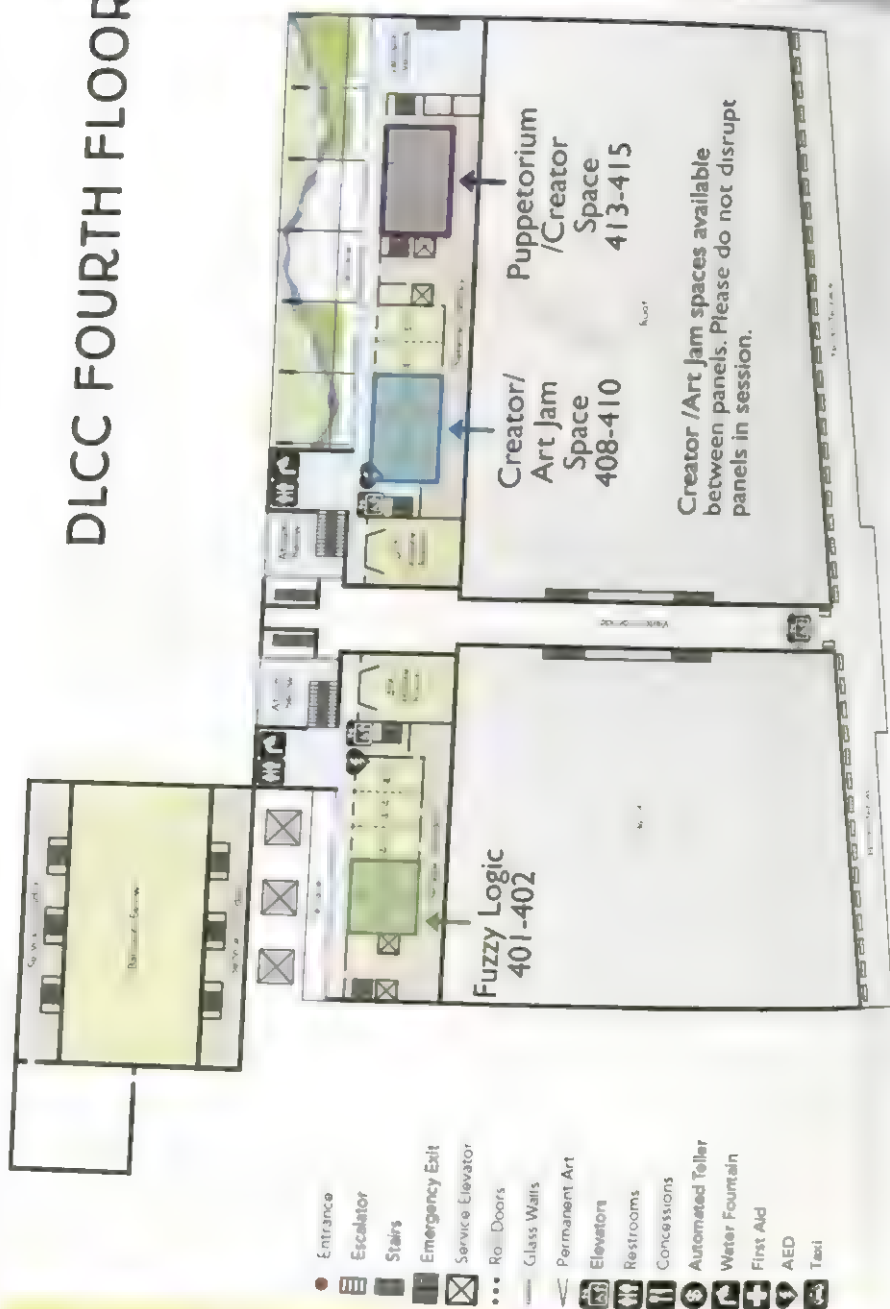
**Safety  
DLCC 308**  
Thu 12p - 2.30a  
Fri 9a - 2.30a  
Sat 9a - 2.30a  
Sun 9a - 6.30p

**Headless Zone  
DLCC 301-305**  
Thu 12p - 2a  
Fri 9a - 2a  
Sat 9a - 2a  
Sun 9a - 6p

**Art Show  
DLCC 323-330**  
Thu, Setup Only  
Fri: 2p - 6p  
Sat: 10a - 6p  
Sun: 10a - 12p

# CONVENTION CENTER (4TH FL)

## DLCC FOURTH FLOOR



**Furry Logic  
Escape Room  
DLCC 401-402**

*Starts on the Hour*  
 Thur: 2p - 10p  
 Fri: 11a - 10p  
 Sat: 10a - 10p  
 Sun: 10a - 4p





**ALS  
United**  
Orange County

**"ALS CAN KISS MY FUZZY BUTT..."  
BE AN ALS HERO!!!**

[illegible][illegible]

**The Walk To End ALS 2024** on **Saturday, November 2nd** at **PARK PLACE** in Irvine (near Lake Forest) will be held on a paved route for all ages, high lighting with the walk and a parade for children. A parade float will be provided.

Announce TEAM TONY raised over \$8500 last year and ranked in the TOP 3 of all teams involved

**We're not done yet...PLEASE JOIN US!**



**For More Information,  
Please Contact:**

ALL UNITED ORANGE COUNTY

John C. McKinley

## WINN-DIXIE STORES

# ART SHOW

## ANTHROCON ART SHOW BIDDING RULES

The Anthrocon Art Show is an exhibit of original artworks of a science fiction, fantasy and/or "fannish" nature, especially relating to anthropomorphic animals. Here you will find for sale both flat (e.g. sketches and paintings) and 3-dimensional (e.g. sculpture and costumes) artwork created by professional and amateur artists.

To be a "bidder" (i.e. a prospective buyer of original artwork) you must:

1. Be a registered member of Anthrocon, as evidenced by your convention badge;
2. Obtain a bidder number at the Art Show table by filling out and signing a bidder information sheet, acknowledging that you agree to abide by these bidding rules.

If you wish to place "proxy" bids on behalf of someone not in attendance, please ask a crew member at the Art Show front table to see the Art Show Director.

Significant changes from previous versions of these rules are indicated in **bold type**.

### Areas of the Art Show

There are two distinct areas of the Art Show:

1. **In the General Gallery**, you will see original artwork depicting subjects suitable for all ages to view. This will be open for silent (written) bidding during the day and early evening Friday and Saturday, and Sunday morning. If a piece receives enough written bids by noon Sunday, it will be sent to the general voice auction Sunday afternoon.
2. **The Mature Gallery** is set aside for the display of original artwork depicting mature subject matter, to be viewed only by Anthrocon attendees aged 18 and older. This will be open during the same

hours as the rest of the Art Show Friday and Saturday, and monitored to keep minors out. Pieces in this area which receive enough written bids by Saturday evening will be sent to a separate voice auction later Saturday evening.

### Bidding

Each piece of artwork is tagged with a Bid Sheet which provides information about that piece, including its title, the medium, the name of the artist, and the minimum bid at which the artist is willing to sell the piece. If an artist does not wish to sell a given piece, it is listed as "NFS" (Not For Sale).

The Bid Sheet contains several lines where you may write down your name, bidder number, and the amount you wish to bid for that item. The amount of the bid must be in whole dollars, at least as much as the minimum bid specified by the artist, and larger than any preceding bid on the bid sheet. Write legibly on the next numbered bid line. If all the bid lines are filled, the piece will go to voice auction; please inform an Art Show crew member so that we may get it ready. *Do not cross out any previously written bids, including your own even if you make a mistake* — instead, please inform an Art Show crew member so we may fix the bid sheet so there are the correct number of empty bid lines.

You may not interfere with or intimidate someone who wants to outbid you. Allow them to place their bid, and then outbid them on the next bid line. If someone tries to keep you from placing a bid, seek assistance from an Art Show crew member. Anyone caught interfering with bidding will be asked to leave the Art Show, and their bidding privileges revoked.

Artists (or their associates) may

not place bids on their own artwork with the intent of bidding up the price unfairly, or to keep other bidders from purchasing a piece in order to retain it to sell elsewhere under more favorable circumstances. However, they are allowed to place "proxy" bids on behalf of a customer not in attendance after obtaining authorization by the Art Show Director to do so.

Written bidding for General Gallery artwork closes at noon Sunday. The Art Show will be cleared of all bidders at that time, as detailed below. Pieces with enough written bids (as shown on the bid sheet) will be placed in the voice auction, which begins Sunday at 2 pm; all other art will be sold to the person with the highest written bid, if any. At the voice auction, the art is open to further bids by other people. Therefore, you should attend the voice auction to defend your bids on pieces you still want to buy. If there are no voice bids, the art will be sold to the person with the highest written bid. Although there are "runners" showing off the auction pieces, this is for *identification*, not admiration. Please take the time to examine the artwork closely while the show is open for written bidding!

For pieces in the Mature Gallery, the procedure is similar, although the times are different. Written bidding ends Saturday at 6 pm. Artwork with enough written bids will be placed in a separate voice auction for mature artwork which begins at 11 pm Saturday, and runs similarly to the General Gallery voice auction, as noted above.

All artwork sold by written bid or in either voice auction will be available for pickup Sunday during sales hours, 2 to 5 pm. Artists have the option of setting a "Price After Closing." If a piece has received no written bids by closing time, it may be available at the indicated price Sunday afternoon if

the artist still wishes to sell it. If this is the case, the blank bid line #1 will be circled in red. Fill in your name, bidder number, and the "Price After Closing" when collecting your artwork.

**Be careful.** When placing a written bid on items, assume that you will be the winning bidder on *all* of them. In this way, you will avoid having to pay for more art than you can afford to buy. If you have reached your limit for Art Show purchases, wait until you have lost an item to a higher bidder before bidding on another item. (*Keep in mind that we must collect 7% sales tax on purchases, so allow for this in your figuring.*) We provide handy Bidding Record forms so you can keep track of what you've bid on and where it's located to make it easy for you to find again.

Also, return to the Art Show before closing (6 pm Saturday for mature artwork; noon Sunday for everything else) to check the bid sheets to see what items, if any, you have won by written bid and which items will be going to the voice auction. After closing, because the crew is busy getting ready for the auction, we cannot accommodate anyone who wants to check their bids at that time.

**Be serious.** Do not make a bid unless you mean it. A bid is a binding obligation to buy that art at that price.

If you are the winning bidder, you purchase only the physical possession of the artwork; the artist retains the copyright. If you wish to make copies of a piece you purchase, or utilize the art for a commercial purpose, you must negotiate for the right to do so with the artist, whose name and contact information are on the back of each piece or can be obtained from the Art Show Director. (*Please Note: Artists are provided with the names of those who have purchased their artwork. When signing up to bid, buyers may choose*



to allow us to share their contact info with artists on the sales report artists receive.)

## Defending Your Bids

When the written bidding closes, crew members will form a "closeout line" at a designated point farthest from the Art Show entrance and moving forward, with the leader closing out the bidding on each artist's work in turn. The closeout path is shown on the Art Show map handout and poster. (If a given artist has work in separate areas, or on both walls and tables, each area may be closed out separately if they're not immediately adjacent.)

We move quickly, so when the closeout line gets to an artist you want to bid on, do your bidding before the closeout leader declares the artist "closed." We will not close an artist while bidding is going on, but if there is no bidding, it will close quickly, so don't be timid—if you want to bid, bid! We can't wait for someone to make up their mind at the last second. We want you to get your chance to bid, but do it quickly!

You will be allowed to defend your bids, but you may not block anyone else from bidding on any piece—the closeout leader and Art Show crew will see that it doesn't happen. If you are not actively guarding your bids, we ask that you clear the aisles at least 10 minutes before the show closes. There are a lot of people in the area, and we need to move them out as quickly as possible when closeout begins. If you are just having a conversation with someone, please take it outside the Art Show.

All this allows you to defend bids in more than one section. The Art Show crew follows just behind the closeout line marking final bids to ensure that if you're the last bid, you are the last bid. Once the closeout line passes a point, no one except Art Show crew are allowed beyond it.

## Sales

Art Show Sales will take place Sunday from 2 to 5 pm. (If you have an afternoon ride, flight, train or bus to catch, please ask *in advance* about early sales pickup.) At this time you must personally pick up and pay for all items of art you have won by written bid or voice auction. You must show your con badge for identification, and additional identification may be requested.

Collect your art from the walls and tables. Keep the bid sheets attached to the artwork! If you have purchased more pieces than you can carry easily, or need access to a locked display case, ask for help from an Art Show crew member. If you are buying items from the Mature Gallery, please carefully stack them face-to-face or bag them so the artwork is not visible when you exit the Mature Gallery area to go to a cashier. Bags will be available on tables outside the Mature Gallery rooms.

If you won an item at the voice auction, after the auction it will be returned to the wall space or table on which it was originally displayed; if you can't find it, it may still be in transit—please ask an Art Show crew member for assistance.

Go to a cashier, who will verify that you are the winning bidder, ring up your items, and take your payment. We accept credit and debit cards (all major networks) and mobile payments. ID may be requested at time of payment.

You must pick up and pay for your own purchases, and show the receipt to the entrance guard when you leave the Art Show (so keep it handy). All sales are final and all items are sold as-is; refunds will not be issued for items purchased in the Art Show for any reason.

Occasionally there are errors in tallying sales. We always pay the artist based on the final bid sheet price; if it

turns out we under- or overcharged you, in the weeks following the con we will bill you or refund the difference.

**Remember: You bid, you buy.** Your bid is a binding obligation with Anthrocon and the artist for the purchase of the artwork if yours is the highest bid.

If you do not pick up your artwork and/or do not pay for it in full, we will contact you in the weeks after the convention and bill you for the price of the art plus packing and shipping costs (typically \$30-\$50 for those in the USA, potentially over \$100 to ship elsewhere in the world). You will be unable to receive a membership badge to attend future Anthrocon conventions until you honor your payment obligation. Once you've paid, we will ship you the artwork if available. (After two years,

unclaimed artwork may be donated to the Charity Raffle/Auction, or otherwise bestowed, but this does not discharge your obligation; we have already paid the artist, so you must reimburse us.) Until you pay, your real name and badge name may be posted publicly so that others may be wary of doing business with you.

If you do not pick up and pay for your artwork at the con more than once without good reason, you will not be allowed to participate in future Anthrocon Art Shows.

Checks which do not clear the bank will be assessed a service charge of at least \$30. Persons who present fraudulent checks, unauthorized credit cards or counterfeit money will be reported to the authorities.

# ZeroRemnants

linktr.ee/ZeroRemnants

Instagram, Twitter, YouTube, Facebook, Twitch

Fursuit Maker, Artist and Dancer

ZeroSuitsStudios@gmail.com

Fun Fursuit Props and Accessories



Premade and Custom fursuits!



Custom Badge Commissions

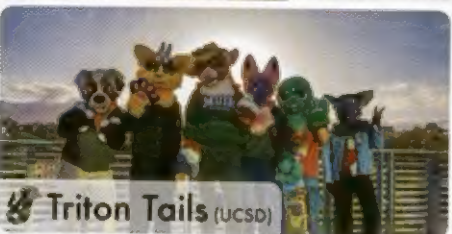
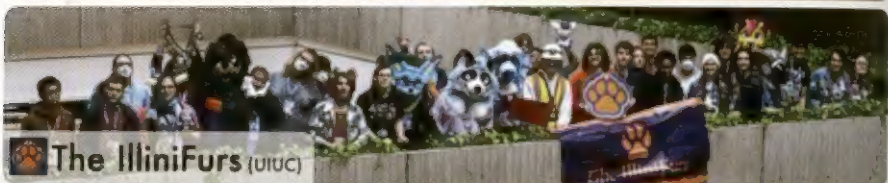


Fursuit Part Commissions Always Open!






# Furries? At My University?








 Furries at Texas A&M



 Technicolor Furs (MIT)



SF Pride Parade



FC Picnic

# It's More Likely Than You Think!

Brought to you by the  
Anthropomorphic Animal  
Appreciation Association

Want to start a furry club  
at your university? Scan  
to get our starter pack!



QR Code Art: @DF\_Lemons  
Design: @Carbon\_the\_Wolf  
Event Photos: @BerkeleyFurries





